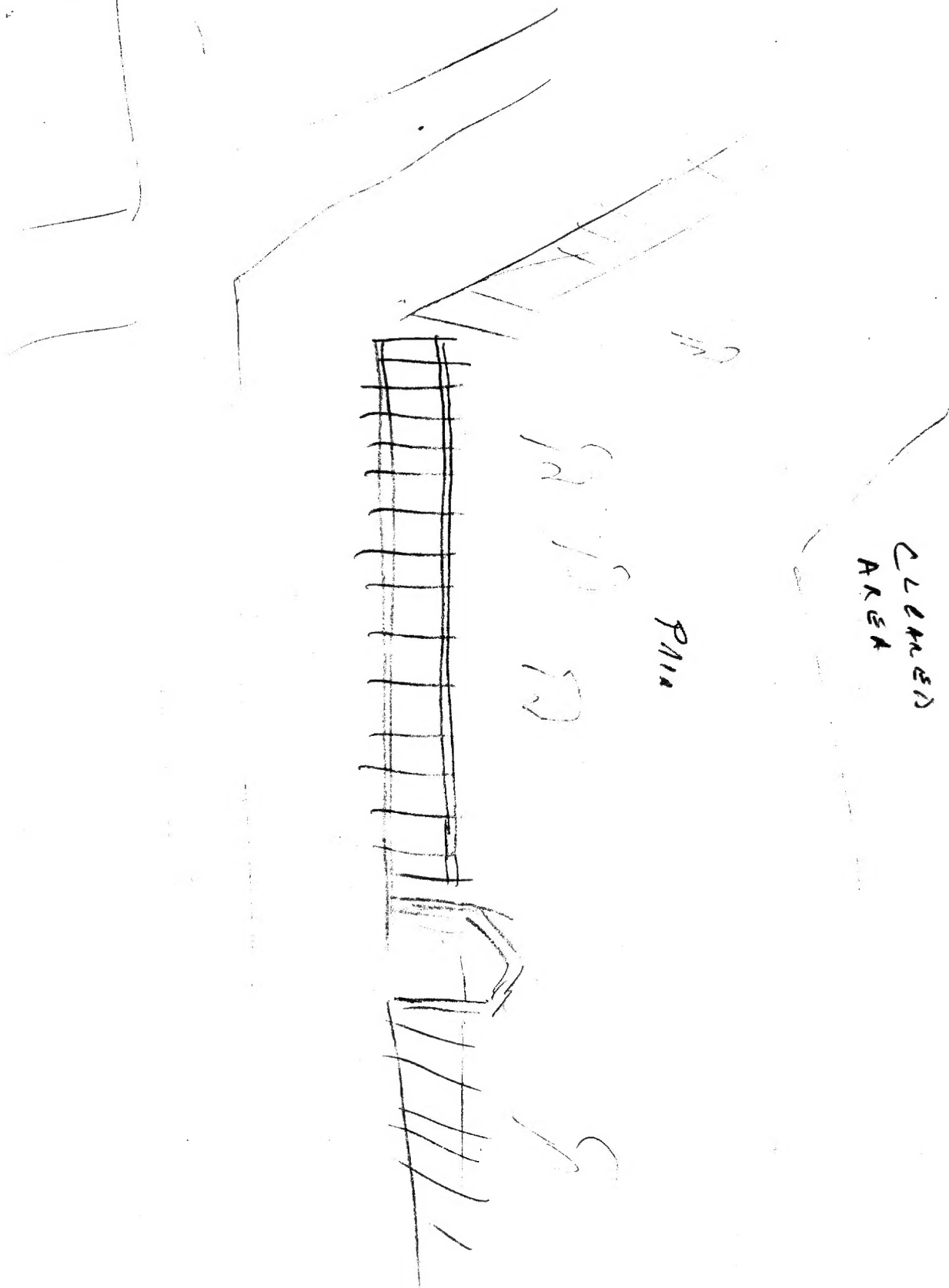


TABLES WATCHING CITY. IT IS  
ALMOST LIKE TWO DIFFERENT  
KINDS OF WATER. AOL NEW ORLEANS  
WHERE MISSISSIPPI RUNS INTO  
THE GULF. PEOPLE ARE SITTING  
ON BOAT LOOKING AT CITY. I  
PERCEIVE FIREWORKS GOING OFF  
ABOVE CITY BUT CALL IT AOL  
BECAUSE OF THE NEARNESS OR  
JULY 4<sup>TH</sup>.

END SITE 2400



ENCLOSED  
PARK-LIKE  
AREA.



BACK OF  
BUILDING

LAKE  
BOAT

C, 9, 1

WATER

SG1J

██████████  
El Meade  
2 July 1986  
No monitor  
0721 hrs

PI: Sleepy  
Sinus  
AV: Geometrical  
shapes; circles,  
lines.

THIS SESSION WAS PERFORMED ON A COMPUTER TERMINAL, SO IDEOGRAMS WILL NOT BE SHOWN. SKETCHES WILL BE SHOWN ON SEPARATE PAGES.

The site indicated in the envelope marked "8608 #3" should be perceivable.

a: rising  
smooth  
hard  
flat  
b: no b

CONF BREAK: both a  
natural and manmade  
feeling at the same  
time.

8608 #3 should be perceivable

a: rising  
curving  
hard  
smooth  
manmade  
b: structure  
  
2: brownish red  
red

AOL BREAK: like  
brick red

8608 #3 should be perceivable

a: curving  
hard  
rough  
b: structure  
  
2: greenish color

AOL BREAK: vague  
visual of metallic  
rod-shaped thing.

Something of importance at site 8608 #3 should be visible

a: miss break

Something of importance at site 8608#3 should be visible

a: across  
rising  
hard  
smooth  
rough (stage 2)  
b: structure

2: rough  
hard  
reddish  
scraping sound  
tonal grating  
high-pitched ringing  
pavement taste  
smell

AI BREAK: really  
disagreeable stink!

AOL BREAK: smells  
like dirty pavement  
right after the  
first rain.

Thing of importance at site should be visible

a: round  
long  
black

MISS BREAK: these  
are stage 2's

importance of site should be visible

a: rising  
smooth  
hard  
b: object

TOO MUCH BREAK! with  
access of "object",  
had sudden vague  
visual of a hand on  
the object, then a  
sudden flood of  
vague visuals,  
sounds, smells, etc.

Thing of importance should be visible

a: across  
hard  
b: object  
  
2: black  
hard  
metallic appearance  
"clink" sound  
cold feel (tactile)  
dry  
pungent smell

AI BREAK: (or too  
much break) AI was a  
total package of  
sights, sounds,  
smells, and, this  
time, the emotional  
dislike I have for  
being in an arms  
room. Wherever this  
place is, I don't  
like it.

BREAK 0750  
RESUME 0756

AV: Person of  
importance who seems  
to be a part of the  
police force.

Site should be visible

a: jerky  
regular  
hard  
manmade  
rising  
b: structure

AOL BREAK: stairs

Site should be visible

a: soft  
curving  
hard  
curving  
b: object

S2: damp  
musty smell  
cool feel  
quiet

AI BREAK: Foolish  
feeling, like "I'm  
here alone with this  
thing" ("Foolish"  
feeling is more of a  
realization that the  
people weren't  
important, anyway.)

AOL BREAK:  
Logically, that  
feeling gives me the  
impression that I've  
been incorrect by  
looking for someONE  
instead of someTHING.

S2:

AI BREAK:  
"underground"  
feeling.  
AOL BREAK: like in a  
basement or cave.

Interim summary (strictly an attempt to do something productive,  
since I can't seem to stay in structure, get any dimensionals,  
proceed to stage 3, etc.):

Site is a structure which has an underground feeling. Site carries  
impression that its primary purpose is for things (AOL, like a  
storage room, an arms room, etc.). Site carries an entire AI  
package which is disagreeable for me.

BREAK 0817



RESUME 0840

Purpose of site should be evident

a: rising  
hard  
smooth  
b: structure

2: hollow feel  
metallic feel  
thin feel  
sleek  
modern  
cool (touch)  
heavy  
"immoveable"  
no taste  
people sounds  
jumbled  
junky  
ordered

(S4)

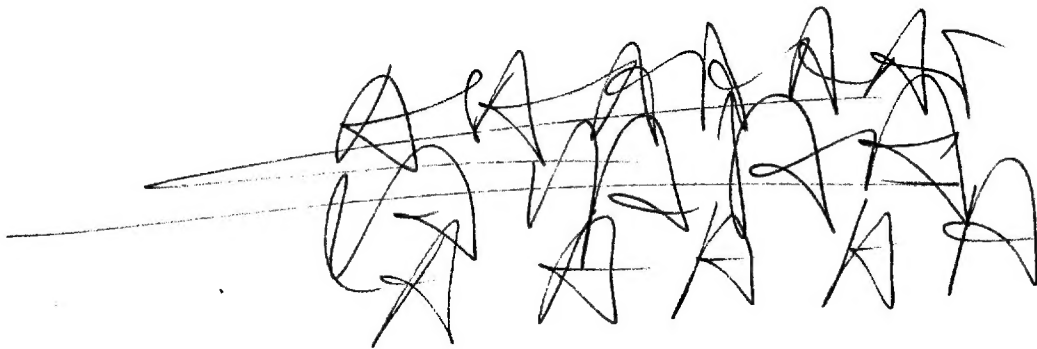
(S4)

(S4)

ADL BREAK: REALLY  
vague visual of  
junky things sitting  
around in ordered  
array.

ADL SKETCH: See next  
page.

AOL SKETCH



2: light  
airy  
damp  
musty  
flat  
enclosed  
"underground" feel  
closed up  
small

ADL BREAK: Bear with  
me, folks, I keep  
trying to make this  
into an arms room.

2: flat  
solid  
quiet  
leaning  
short  
thin  
"lines"  
"triangles"

SKETCH: see next page

Interim summary: Site seems to be some sort of room with regularly spaced, leaning, junky-looking things placed in an orderly array, as for storage. Importance of site is not readily apparent.

SKETCH:

ENCLOSED

SANITARY

LEANING,  
SHORT

SHORT,  
LEANING

REGULAR SPACING

AOL BREAK:  
LUMBER STORAGE.

Importance of site to our purposes should become apparant.

S2:	D	AI	EI	T	I	AOL	A/S
				place			

green

pale green

things

safety

danger

serious

place

storage

protection

locked

guarded

equipment

special

intricate

mechanical

reserved

"company property"

small

AOL BREAK:

like a

special kind

of gadget.

AOL BREAK:

reminds me of

a "gizmo" in

an earlier

session which

I think was

8608 related.

Importance of site to our purposes is apparant

S2:	D	AI	EI	T	I	AOL	A/S
				person			

dark color

soft material

"powder grey"

AOL BREAK: don't know if this is important, but this "dark powder grey, soft material" is EXACTLY the same impression present in the session with the "gizmo". It was the clothes of the person who was the target of the "gizmo". (Probably AOL drive.)

Stage 4 1/2: This person seems familiar. He appears to be somehow connected to this site, and to some particular "thing" which seems to be stored at this site. While relationship is not apparent, and concept does not bear out in structure so far, I get the impression that this man is here to get the "thing", but that he isn't supposed to have it, is not taking it legally, and doesn't seem to want it for himself. There does not seem to be a component of "sneaking" or "stealing", but seems instead that he has a perfect right to have the thing, and that his presence and actions go unquestioned.

BREAK 0921  
RESUME 0930

AV: Overpowering AV of a fire extinguisher in a hotel banquet room exploding into fire and flames, engulfing the room and people in it. Cause of explosion was some form of "burning" which burned through a person and hit fire extinguisher.

Am giving up session as a total loss. Just can't seem to keep myself in structure or out of AOL today. Sorry.

SUMMARY:

Site is a structure which seems to be underground. Primary purpose of site seems to be for storage and protection of "things". Person arrives at site (Stage 4 1/2). This person seems familiar. He appears to be somehow connected to this site, and to some particular "thing" which seems to be stored at this site. While relationship is not apparent, and concept does not bear out in structure so far, I get the impression that this man is here to get the "thing", but that he isn't supposed to have it, is not taking it legally, and doesn't seem to want it for himself. There does not seem to be a component of "sneaking" or "stealing", but seems instead that he has a perfect right to have the thing, and that his presence and actions go unquestioned.

SELF-EVALUATION:

Had LOTS of trouble getting any data, and separating data from AOL. When data was perceived, it was in "packages", causing "too much" problem. Each time I took a break, I came back with AV's (couldn't RV when I was supposed to, couldn't stop when I wasn't). I would put some degree of certainty in the site descriptions given in the summary above, but have no faith at all in any of the other garbage on the last 8 pages.

\*\*\*\*\*  
\*  
\* Remote Viewer : LB \*  
\* Interviewer : N/A \*  
\* Observer(s) : \_\_\_\_\_ \*  
\* \_\_\_\_\_ \*  
\* \_\_\_\_\_ \*  
\* Date : 07/02/86 \*  
\* Starting time : 0721 hours, local \*  
\* Site # : 8608 #3 \*  
\* Site Acquisit.: ~~CRV~~ ERV PRV ARV BRV Other \_\_\_\_\_ \*  
\* Working Mode : GT HEM Other \_\_\_\_\_ \*  
\* Feedback class: A B C \*  
\*\*\*\*\*

*5060*

\*\*\*\*\*  
\*  
\* Ending time : 0930 hours, local \*  
\* Notes : DONE ON TERMINAL \*  
\* Highest stage : 4 \*  
\* Evaluation : \_\_\_\_\_ \*  
\*\*\*\*\*

\*\*\*\*\*  
\*  
\* Actual site : \_\_\_\_\_ \*  
\* RV summary : \_\_\_\_\_ \*  
\* : \_\_\_\_\_ \*  
\* : \_\_\_\_\_ \*  
\* : \_\_\_\_\_ \*  
\*\*\*\*\*